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Subject: Assist++ CtrlCtrlCtrlCtrl [BUG][FIXED]  
Posted by [hojtsy](#) on Mon, 23 Jan 2006 21:58:44 GMT  
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When the code completion popup window comes up, I see this strange class name as base of TopWindow: CtrlCtrlCtrlCtrl. It is not the real name of the base class, is it?

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### File Attachments

1) [theide\\_error2.png](#), downloaded 2335 times

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Subject: Re: code completion bug  
Posted by [mirek](#) on Tue, 24 Jan 2006 08:53:56 GMT  
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I have a problem reproducing this bug. Do you have a stable situation when this happens?

Mirek

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Subject: Re: code completion bug  
Posted by [hojtsy](#) on Tue, 24 Jan 2006 20:36:24 GMT  
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Maybe the problem is that I use the newest TheIDE to develop an application which uses the 511 release library.

Here is how I reproduce the bug. Start a new project, choose Basic CtrlLib application. Replace the contents of main.cpp with this:

```
#include <CtrlLib/CtrlLib.h>
class MyHello : public TopWindow {
public:
    typedef MyHello CLASSNAME;
    MyHello();
};
MyHello::MyHello()
{
    Zoomable().Sizeable();
}
```

```
GUI_APP_MAIN
```

```
{
    MyHello().Run();
}
```

After this start a new line with "void MyHello::". The completion popup should come up, with the bogus class name, as in the previous screenshot.

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Subject: Re: code completion bug  
Posted by [mirek](#) on Tue, 24 Jan 2006 22:37:33 GMT  
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Negative. Scary... (I am most afraid of bugs like this...)

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Subject: Re: code completion bug  
Posted by [unodgs](#) on Thu, 26 Jan 2006 08:47:03 GMT  
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I'm experiencing the same bug from time to time. Unfortunately I was never able to find out how to reproduce it in repeatable way..

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Subject: Re: code completion bug  
Posted by [mirek](#) on Fri, 27 Jan 2006 18:02:32 GMT  
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Hopefully fixed.

Mirek

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Subject: Re: code completion bug  
Posted by [hojtsy](#) on Tue, 31 Jan 2006 08:08:47 GMT  
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It works OK now for me.

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